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☐	L12	L11 and BIOS	88
☐	L11	font same (simulat$3 or emulat$3 or generat$3) and top and bottom and (strip$4 or reduc$3 or clip$4) and font same size	1227
☐	L10	L9 and (reduc$3 or clip$5)	1
☐	L9	L8 and font same simulat$3	3
☐	L8	l1 and top and bottom	91
☐	L7	L6 and top and bottom	0
☐	L6	L5 and font and generat$3	1
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☐	L4	345/472.1.ccls.	28
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Inventor Name Search Result

Your Search was:

Last Name = GARRITSEN
First Name = FRIDO
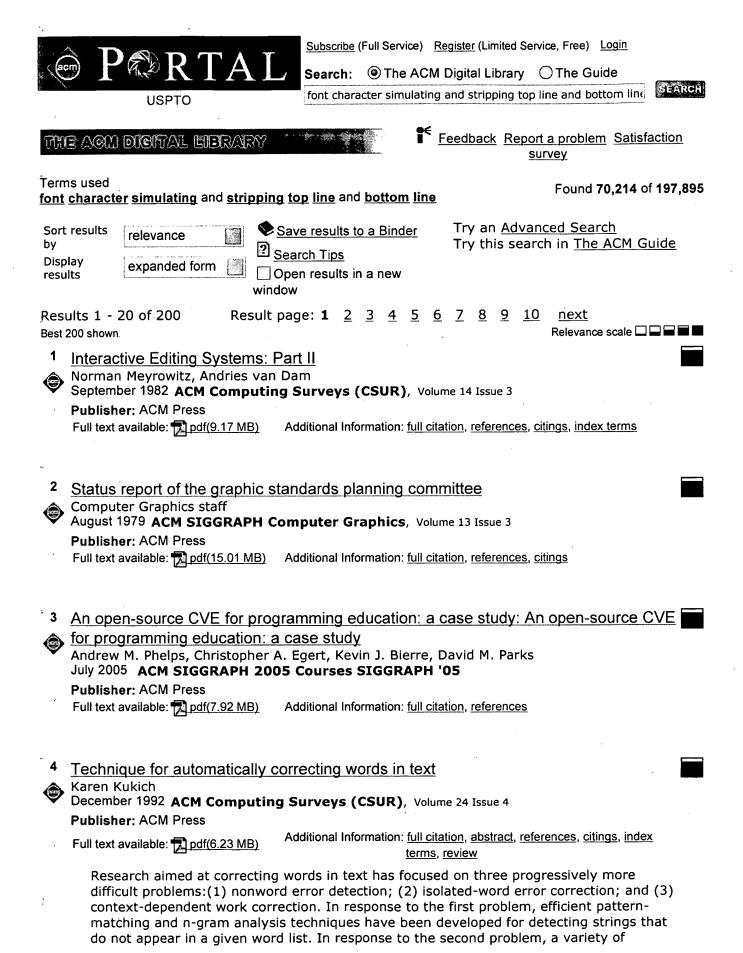
Application#	Patent#	Status	Date Filed	Title	Inventor Name
09755902	Not Issued	71	01/03/2001	Font emulation	GARRITSEN, FRIDO
09882540	Not Issued	61	06/15/2001	Method and apparatus for reducing power consumption in a graphics controller	GARRITSEN, FRIDO
09975464	6922759	150	10/04/2001	METHOD, SYSTEM AND APPARATUS FOR PLAYING SONGS DIRECTLY FROM A HARD DRIVE	GARRITSEN, FRIDO
10062323	6732222	150	02/01/2002	METHOD FOR PERFORMING FLASH MEMORY FILE MANAGEMENT	GARRITSEN, FRIDO
10177874	6847385	150	06/20/2002	METHOD AND APPARATUS FOR HARDWARE ROTATION	GARRITSEN, FRIDO
10829589	6934794	150	04/21/2004	METHOD FOR PERFORMING FLASH MEMORY FILE MANAGEMENT	GARRITSEN, FRIDO
11014074	Not Issued	41	12/15/2004	Method and apparatus for hardware rotation	GARRITSEN, FRIDO
11592799	Not Issued	25	11/03/2006	Hierarchical tile-based rasterization algorithm	GARRITSEN, FRIDO
11657966	Not Issued	20	01/24/2007	Method for distributed clipping outside of view volume	GARRITSEN, FRIDO
60385003	Not Issued	159	06/01/2002	Method and apparatus for hardware rotation	GARRITSEN, FRIDO

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1   Interactive Editing Systems: Part II ■

Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3
Publisher: ACM Press
Full text available: 📄 pdf(9.17 MB)   Additional Information: full citation, references, citings, index terms

2   Status report of the graphic standards planning committee ■

Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
Publisher: ACM Press
Full text available: 📄 pdf(15.01 MB)   Additional Information: full citation, references, citings

3   An open-source CVE for programming education: a case study: An open-source CVE ■
for programming education: a case study

Andrew M. Phelps, Christopher A. Egert, Kevin J. Bierre, David M. Parks
July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**
Publisher: ACM Press
Full text available: 📄 pdf(7.92 MB)   Additional Information: full citation, references

4   Technique for automatically correcting words in text ■

Karen Kukich
December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4
Publisher: ACM Press
Full text available: 📄 pdf(6.23 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Research aimed at correcting words in text has focused on three progressively more difficult problems:(1) nonword error detection; (2) isolated-word error correction; and (3) context-dependent work correction. In response to the first problem, efficient pattern-matching and n-gram analysis techniques have been developed for detecting strings that do not appear in a given word list. In response to the second problem, a variety of

general and application-specific spelling cor ...

Keywords: n-gram analysis, Optical Character Recognition (OCR), context-dependent spelling correction, grammar checking, natural-language-processing models, neural net classifiers, spell checking, spelling error detection, spelling error patterns, statistical-language models, word recognition and correction

5 <u>Status report of the graphic standards planning committee of ACM/SIGGRAPH:</u>
<u>State-of-the-art of graphic software packages</u>
Compuater Graphics staff
September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3
Publisher: ACM Press
Full text available: pdf(9.03 MB)   Additional Information: <u>full citation</u>, <u>references</u>

6 <u>Draft Proposed: American National Standard—Graphical Kernel System</u>
Technical Committee X3H3 - Computer Graphics
February 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue SI
Publisher: ACM Press
Full text available: pdf(16.07 MB)   Additional Information: <u>full citation</u>

7 <u>Efficient web browsing on handheld devices using page and form summarization</u>
January 2002 **ACM Transactions on Information Systems (TOIS)**, Volume 20 Issue 1
Publisher: ACM Press
Full text available: pdf(4.47 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

We present a design and implementation for displaying and manipulating HTML pages on small handheld devices such as personal digital assistants (PDAs), or cellular phones. We introduce methods for summarizing parts of Web pages and HTML forms. Each Web page is broken into text units that can each be hidden, partially displayed, made fully visible, or summarized. A variety of methods are introduced that summarize the text units. In addition, HTML forms are also summarized by displaying just the t ...

Keywords: PDA, Personal digital assistant, WAP, WML, forms, handheld computers, mobile computing, summarization, ubiquitous computing, wireless computing

8 <u>Seeing the whole in parts: text summarization for web browsing on handheld devices</u>
Orkut Buyukkokten, Hector Garcia-Molina, Andreas Paepcke
April 2001 **Proceedings of the 10th international conference on World Wide Web WWW '01**
Publisher: ACM Press
Full text available: pdf(1.48 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: PDA, WAP, handheld computers, mobile computing, personal digital assistant, summarization, ubiquitous computing, wireless computing

9 <u>The elements of nature: interactive and realistic techniques</u>

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz,
Doug Roble, Jos Stam, Jerry Tessendorf
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.65 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>

> This updated course on simulating natural phenomena will cover the latest research and
> production techniques for simulating most of the elements of nature. The presenters will
> provide movie production, interactive simulation, and research perspectives on the
> difficult task of photorealistic modeling, rendering, and animation of natural phenomena.
> The course offers a nice balance of the latest interactive graphics hardware-based
> simulation techniques and the latest physics-based simulation techni ...

10 <u>A CAD/CAM system based upon the iAPX 432</u>

Donald J. Criscione
December 1983 **Proceedings of the 1983 ACM SIGSMALL symposium on Personal and
small computers SIGSMALL '83**
Publisher: ACM Press
Full text available: pdf(596.93 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>
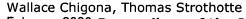
> The Intel corporation has developed a 32 bit micro-processor which provides hardware
> support for object oriented applications, accommodates concurrent processing in a
> manner invisible to the user, and allows easy interfacing to peripherals. These features,
> along with numerous others that have never been offered before in a micro-processor,
> makes the iAPX 432 an attractive base for CAD/CAM. This paper outlines one possible
> implementation of a CAD/CAM system with the 432 at its heart. The adv ...

11 <u>Session H: Multimedia: Improving readability of contextualized text explanations</u>

Wallace Chigona, Thomas Strothotte
February 2003 **Proceedings of the 2nd international conference on Computer
graphics, virtual Reality, visualisation and interaction in Africa
AFRIGRAPH '03**
Publisher: ACM Press
Full text available: pdf(377.25 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

> Dual-Use of Image Space (duis) is an interactive technique for presenting text
> corresponding to images *within* the image space. From a technical point of view, the
> pixels in the image space are used both as text which can be read as well as for shading.
> This approach raises a number of interesting new readability problems: First, in order to
> simulate shading, the weight and the width of the character glyphs are manipulated. We
> have noted that readers find reading text with weight ...

> **Keywords**: distortion, dual-use of image space, monotone polygons, multi-column
> presentation, readability, text layout

12 <u>Specification and dialogue control of visual interaction through visual rewriting</u>
<u>systems</u>

P. Bottoni, M. F. Costabile, P. Mussio
November 1999 **ACM Transactions on Programming Languages and Systems
(TOPLAS)**, Volume 21 Issue 6
Publisher: ACM Press
Full text available: pdf(886.71 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

> Computers are increasingly being seen not only as computing tools but more so as
> communication tools, thus placing special emphasis on human-computer interaction

(HCI). In this article, the focus is on visual HCI, where the messages exchanged between human and computer are images appearing on the computer screen, as usual in current popular user interfaces. We formalize interactive sessions of a human-computer dialogue as a structured set of legal visual sentences, i.e., as a visual languag ...

Keywords: control automaton, dialogue control, visual languages

13 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**
Publisher: IBM Press
Full text available: pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

14 Final report of the GSPC state-of-the-art subcommittee
R. H. Ewald, R. Fryer
June 1978 **ACM SIGGRAPH Computer Graphics**, Volume 12 Issue 1-2
Publisher: ACM Press
Full text available: pdf(7.85 MB)   Additional Information: full citation, abstract

This paper presents the final report of the ACM/SIGGRAPH Graphics Standards Planning Committee (GSPC) State-of-the-Art Subcommittee. This group's charter was to compare existing vector-oriented graphics packages to determine their similarities and differences. Eight graphics packages and the GSPC "Core System" were selected for review.

15 Crowd and group animation
Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.19 MB)   Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

16 Document Formatting Systems: Survey, Concepts, and Issues
Richard Furuta, Jeffrey Scofield, Alan Shaw
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3
Publisher: ACM Press
Full text available: pdf(5.36 MB)   Additional Information: full citation, references, citings, index terms

17 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(63.03 MB)   Additional Information: full citation, abstract, citings

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

18 Optimal prepaging and font caching
David R. Fuchs, Donald E. Knuth
January 1985 **ACM Transactions on Programming Languages and Systems (TOPLAS),**
Volume 7 Issue 1
Publisher: ACM Press
Full text available: pdf(1.46 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

An efficient algorithm for communicating letter-shape information from a high-speed computer with a large memory to a typesetting device that has a limited memory is presented. The encoding is optimum, in the sense that the total time for typesetting is minimized, using a model that generalizes well-known "demand paging" strategies to the case where changes to the cache are allowed before the associated information is actually needed. Extensive empirical data show that good resu ...

19 On-line Text Editing: A Survey
Andries van Dam, David E. Rice
September 1971 **ACM Computing Surveys (CSUR),** Volume 3 Issue 3
Publisher: ACM Press
Full text available: pdf(1.91 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper is a survey of current methods for the on-line creation and editing of computer programs and of ordinary manuscripts text. The characteristics of on-line editing systems are examined and examples of various implementations are described in three categories: program editors, text editors, and terminals with local editing facilities.

20 Data compression with finite windows
E. R. Fiala, D. H. Greene
April 1989 **Communications of the ACM,** Volume 32 Issue 4
Publisher: ACM Press
Full text available: pdf(1.89 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Several methods are presented for adaptive, invertible data compression in the style of Lempel's and Ziv's first textual substitution proposal. For the first two methods, the article describes modifications of McCreight's suffix tree data structure that support cyclic maintenance of a window on the most recent source characters. A percolating update is used to keep node positions within the window, and the updating process is shown to have constant amortized cost. Other methods explore the ...

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